

#### REMARKS

Prior to entry of this Amendment, Claims 1-20, 22, 23, and 25-28 were pending in this application. By this paper, Claims 1 and 10 are amended. Therefore, Claims 1-20, 22, 23, and 25-28 are pending and are presented for consideration.

#### Claim Rejections Under 35 U.S.C. § 102(b)

The Office Action rejected independent Claim 1 under 35 U.S.C. § 102(b) as being anticipated by U.S. Patent No. 6,869,357, issued to Adams (hereinafter “Adams”). After carefully reviewing Adams, Applicant submits that Adams fails to teach or suggest amended Claim 1. Amended Claim 1 recites the following:

A gaming machine for the playing of a game of chance wherein an outcome of said game of chance is determined by one of a number of predefined possible payline patterns of indicia; said payline randomly selected by a game control module; said payline patterns formed of a selection of elements of a matrix of columns and rows and wherein the number of said elements forming any one payline pattern is greater than the number of columns of said matrix; and wherein during a given game of play on said gaming machine a pattern of said payline randomly selected is indicated over said matrix of columns and rows; **said payline pattern maintained as a winning pattern until matched by a game played on said gaming machine.**

Thus, Claim 1 recites that a randomly selected payline pattern is “maintained as a winning pattern until matched by a game played on said gaming machine.” Adams does not disclose this feature of Claim 1. Adams describes that “a particular outcome on any one previous game or series of games . . . may cause one of these randomly controlled events to occur on *a* subsequent game.” *Id.* at col. 4, lines 37-39. Thus, because Adams discloses that the random event occurs on *a* subsequent game, Adams teaches away from a payline pattern that is “*maintained* as a winning pattern until matched by a game played on said gaming machine.” It will be appreciated that maintaining the randomly selected payline pattern as a winning pattern increases a player’s desire to continue playing the game by encouraging the player to play to see the randomly selected payline pattern matched. It also reminds the player that the previous payline pattern won, which further encourages the player to continue playing. Therefore, for at

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least these reasons, Adams does not teach or suggest Claim 1, and Claim 1 is believed to be allowable over Adams. Accordingly, removal of this rejection is respectfully requested.

Dependent Claims 2-20, 22, 23, and 25-28 are believed to further define their own patentable features as well as be allowable for at least the same reasons discussed above in regards to Claim 1 from which they depend.

**No Disclaimers or Disavowals**

Although the present communication may include alterations to the application or claims, or characterizations of claim scope or referenced art, Applicant is not conceding in this application that previously pending claims are not patentable over the cited references. Rather, any alterations or characterizations are being made to facilitate expeditious prosecution of this application. Applicant reserves the right to pursue at a later date any previously pending or other broader or narrower claims that capture any subject matter supported by the present disclosure, including subject matter found to be specifically disclaimed herein or by any prior prosecution. Accordingly, reviewers of this or any parent, child or related prosecution history shall not reasonably infer that Applicant has made any disclaimers or disavowals of any subject matter supported by the present application.

**Co-Pending Applications of Assignee**

Applicant wishes to draw the Examiner's attention to the following co-pending applications of the present application's assignee.

Docket No.	Serial No.	Title	Filed
DUMME55.002AUS	11/281/258	FEATURE GAME WITH RANDOM POPULATION FEATURE	11/17/2005
DUMME55.004AUS	11/193,153	SYMBOL ENHANCEMENT METHOD	07/29/2005
DUMME55.005AUS	11/299,099	GAMING MACHINE WITH ADDITIONALLY VISIBLE SYMBOLS	12/09/2005
DUMME55.006AUS	11/299,009	GAMING MACHINE WITH RUNS OF SYMBOLS	12/09/2005
DUMME55.008APC	10/583,210	GAMING MACHINE WITH EXTENDED PAYLINE AND N-SIDED ELEMENT	03/26/2007

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Please charge any additional fees, including any fees for additional extension of time, or credit overpayment to Deposit Account No. 11-1410.

Respectfully submitted,

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